

S.I.L.L.I. Grant report to Library Board 6/28/2021

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## Cubelets

Cubelets are technology toys with a variety of great uses. Cubelets are easy to manipulate for the younger crowd but can also be connected to a learning module to help with C coding for the more advanced groups.

Cubelets are divided into three main groups—Think, Learn and Act. The Think cubes sense the world around them, the Learn cubes help determine what to do with the input and the Act cubes take an action based on the input.

One of the coolest aspects of the cubes is that they are discovery based and open-ended. There is no one solution to a problem. Children can put them together in many different ways and get just as many different outcomes. The Act cubes can involve movement or lights or even graphing.

Cubelets can be used in conjunction with Legos to increase learning. There is a cap that can be placed on a cube which allows Legos to be added. This feature lends itself to using Cubelets in STEM (**S**cience **T**echnology **E**ngineering **M**ath) programming where Legos can be used in an engineering study and the Cubelets added to the structure to give it motion.

Also included in the Cubelet sets are Bluetooth caps. When the Bluetooth cap is added to a Cubelet, the Cubelet can be connected to a software program that adds coding and programming capabilities. The console allows users to swap out “personalities” on the Cubelets, do block programming, graphing and even advanced C coding.

These Cubelets were used in Scout Robotics programs and we hope to do more programming with them as the library opens more fully to patrons. Ideas for further use is to incorporate the Cubelets in an intergenerational program connecting older adults with children. Because the Cubelets are easy to manipulate and don’t require a computer connection they are ideal for this type of programming.

A short demonstration will be given using the Cubelets.